

# Golden Tee '98

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# TIME OUT

**OCTOBER/  
NOVEMBER 1998**

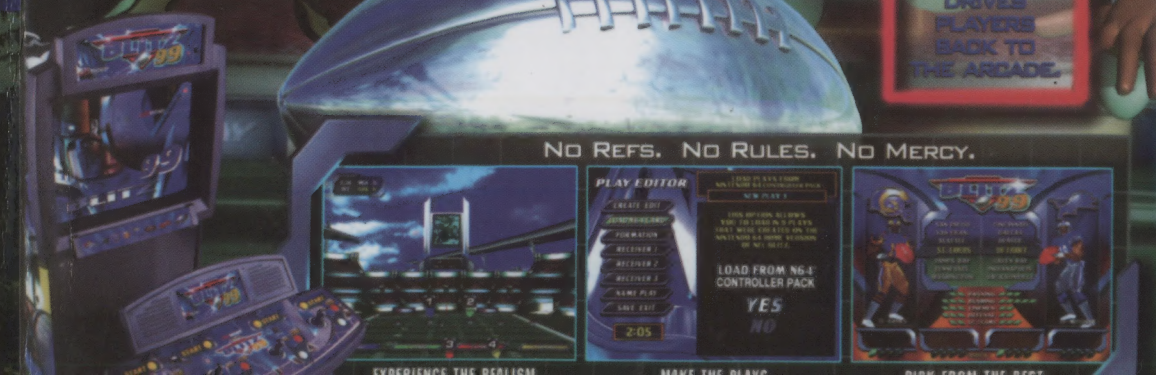


**LAST SEASON'S ROOKIE OF THE YEAR  
IS THIS SEASON'S**

**MVP**



**NO REFS. NO RULES. NO MERCY.**







おとこ  
漢なら泥だらけの栄光を掴め!

ぶつけ合いとジャンプの連続。  
敵車を蹴散らす迫力と熱い走りのオフロードエンデュロ。  
ダートレースの醍醐味と面白さを完全再現。



TIME FOR SOME DOWN  
AND DIRTY GLORY!

NON-STOP CRASHING AND JUMPING IN A MIND-BLOWING OFF-ROAD ENDURANCE RACE!  
SMASH ENEMY CARS OUT OF THE WAY AS YOU BLAST YOUR WAY THROUGH THIS  
TRUE-TO-LIFE DIRT-RACING GAME!

SEGA

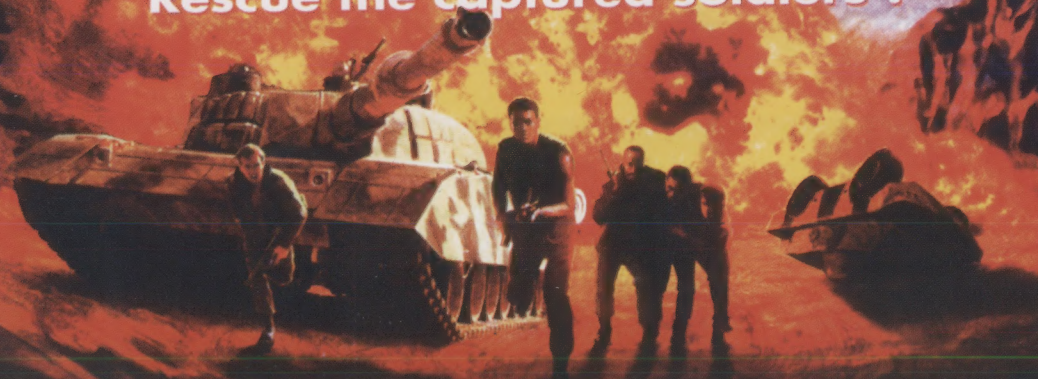
T&T



オペレーションタイガー

OPERATION TIGER

Rescue the captured soldiers!



撃たれる前に、撃て!!



**OCTOBER 6-8**  
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 Fax: +44 171 388 9663

**OCTOBER 7-11**  
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 Fax: +20 50 349 404

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 Fax: +1 203 840 9444

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**OCTOBER 21-24**  
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 Fax: +39 541 786 686

**NOVEMBER 12-13**  
**NORSK AUTOMATMESSE**

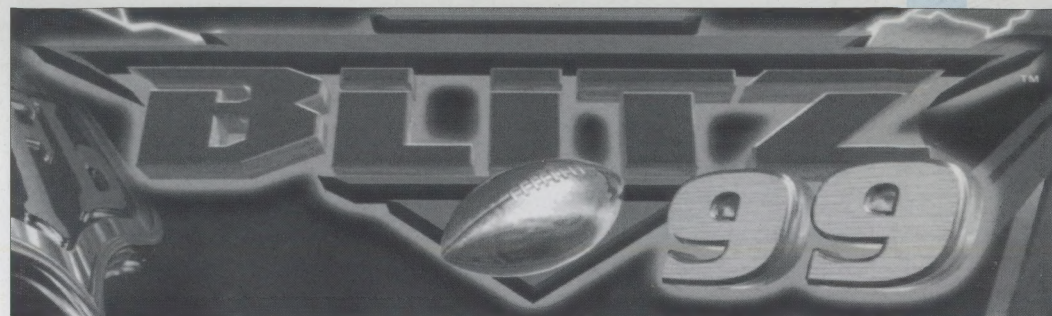
Hotel Bristol, Oslo  
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**NOVEMBER 18-21**  
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Frankfurt Fair Grounds  
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Dallas Convention Centre  
 Dallas, Texas  
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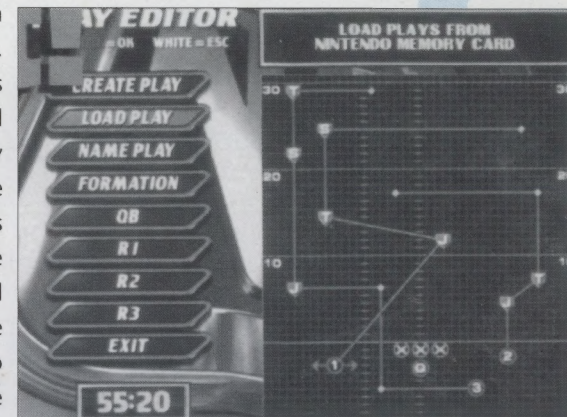


**WHAT** do you do after scoring a touchdown? Go for the extra point! Chicago factory Midway Games Inc. is doing just that with NFL Blitz '99, a four-player sequel to its very popular sports themed video of a prior season, NFL Blitz. But this isn't just an instant replay of the same old thing. NFL Blitz '99 has some fancy new plays up its sleeve: it's the first coin-operated video game ever to include a memory card reader compatible with the Nintendo 64 home game system. Plays

can be designed on the Nintendo 64 home version of NFL Blitz and used in the new coin-operated

NFL Blitz '99 arcade game using the N64 Controller Pak and the card reader on the NFL Blitz '99 cabinet.

The sequel expands on the hard-hitting



tackles, acrobatic catches and wildly intense football action that made the original a major success. Like its predecessor, the new game is licensed by both the National Football League (NFL) and Players Inc. The game features over 200 NFL superstars from the 1998 NFL rosters, including top rookies Peyton Manning, Ryan Leaf and Charles Woodson. There are all new plays, stadiums, player animations, and some wild new features like "FIRE", which gives the team unlimited turbo and superhuman strength on the field. Players can barrel through tacklers or even carry them on their back as they run down field when the "FIRE" feature is activated.



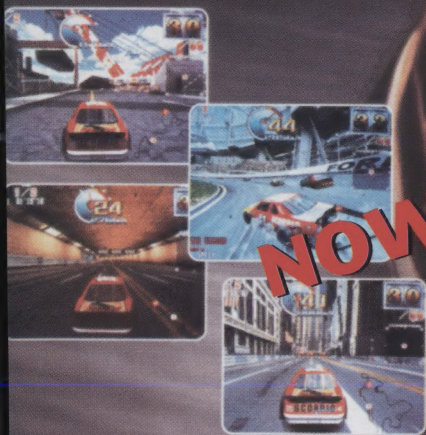


# DAYTONA USA 2

## BATTLE ON THE EDGE

**ITS BACK!**

Even better than the original...



**NOW IN STOCK**

**DAYTONA USA 2** is here, with realistic driving even better than the original version. This newest release provides total reproduction of the fun of Stock Car Racing with



**SUPER GRAPHICS - THE FORCE, THE SPEED, THE REALITY.**

\*A new feature, the **Crash Impact Generator**, delivers shock to the players back and soles of their feet on impact, including the feel of the engine's rumble



**Deluxe**

**Twin**

# TURTLE MERCHANDISER



#### Specifications:

Height 1500mm  
Width 1700mm  
Length 1900mm  
Weight  
Packed 150kg

## THE WORLD'S MOST ADVANCED MERCHANDISER

#### FEATURES:

- Revolutionary mechanism. No more clumsy arms.
- Eye catching turtle theme with attractive mouldings and artwork.
- Canopy raises and lowers, making prize loading & arranging simple.
- Bright & colourful neons to really grab attention, combined with internal lighting to make prizes glitter.
- Adjustable table speed to tune pay-out.
- 3 Player to maximise your takings.

Top-notch play that presents authentic stock car fascination attracts not only racing fans to this game.



# Hot Specials

ALL PRICES IN THIS MAGAZINE EXCLUDE GST

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TOP EARNER  
A REAL POINT OF  
DIFFERENCE  
ALREADY IN NZ &  
FULLY  
OPERATIONAL  
POA



## Cyber Cycles SD

TWIN UNITS



\$18,000

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GREAT  
REDEMPTION  
PIECE

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PIECE. PRICE EX CHRISTCHURCH  
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SIX PLAYER EXCITEMENT. TWO  
PROGRAMMES. EX  
CHRISTCHURCH WAREHOUSE



\$72,000

# 18<sup>th</sup> – 21<sup>st</sup> November 1998

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# JAPAN SHOW

## REVEALS NEW PRODUCT

Courtesy Malcolm Steinberg

**THE** 36th Annual Amusement Machine Show sponsored by the Japan Amusement Machine Manufacturers Associations (JAMMA) and the Japan Amusement Park Equipment Association (JAPEA) was held in Tokyo on September 17th - 20th.

The Show was held at the Tokyo International Business Centre known as the "Tokyo Big Sight". Unfortunately, the show dates clashed with the AMOA Show being held in the United States so there wasn't the usual contingent of American visitors. Also, visitors from the Asian region and Europe were also down on last year which is probably a reflection of the general down state of the industry at this time.

As expected, all the big names in the Industry were there with their latest range of product.

## NAMCO

**THERE** were 3 new games on Namco's System 12 which are primarily conversion games. The best of these was a new 3D fighting game *Fighting Layer* with characters Allen and Blair especially imported from the SF series.

In dedicated games, Namco had some new games incorporating the popularity of the digital camera.

**RACE ON ...** A new twin driving game with a built in camera system that allows the driver's picture to be superimposed on the screen. The digital camera picks



up the image of the driver's head and displays it above the car that the player is driving. It adds fun and excitement to the game, especially when people are playing with friends that they can identify on the screen. Graphically, the game appeared to be pretty average and although the camera feature was certainly novel, the game itself seemed to lack substance compared to some of the other recently released driving games.

The game also features a "spectator tower" which gives a race overview with broadcasts from a commentator on air. This feature was last used in conjunction with the *Suzuka 8 Hours* game and appears to add value, particularly when there are 4 driving stations banked together. The video on the "spectator tower" shows the race from different viewing angles, very similar to what one would see in a TV broadcast. It is designed to attract the attention of spectators and encourage them to try the game.

**GUNMEN WARS ...** Namco also introduced their new 2 player gun game entitled *Gunmen Wars*. The player controls robot like gunmen characters on the screen by moving the gun assembly backwards and forwards and sideways. The screen character responds by moving the same direction. Pulling the trigger causes the screen character to fire on the enemy.

Namco have always been very innovative with their gun games being first with a recoil system on *Point Blank* and later with their *Duck for Cover* system on *Time Crisis*. The game is being secretly tested in Japan, UK and the United States and we hear good reports about

## sega closes

### SEGA CLOSES SPANISH OFFICE

**INCOMING** president and chief executive officer of Sega Amusements Europe, Nobuo Nakanishi, has confirmed the closure of the company's Spanish headquarters. The move continues the extensive rationalisation of Sega's European sales strategy which has taken place since Mr Nakanishi's arrival.

The decision to wind down the Spanish base was taken in July. It is thought that business in southern Europe has declined to a level where it is no longer viable to run an individual sales office.

"We will now be selling to southern Europe directly from the UK," said Mr Nakanishi.

The senior management team at Sega Europe's head office in London has also undergone changes. Bob Deith is now chairman of Sega Europe, David Smith presides over Sega's sales division as general manager, and Nils Tschorn handles northern Europe. Liz Borin, formerly with Namco, will deal with southern Europe and Colin Mallery will direct Deith sales.

## MITCHELL

### MITCHELL SOLVES THE VID GAME PUZZLE

**JAPANESE** video amusement company, Mitchell Corporation has released its first coin-op title for four years, *Puzz Loop*.

The puzzle-based game marks a return to the sector by the company, which has been working as a sub-contractor translating coin-op games for use on consumer formats such as the Sony PlayStation and Sega Saturn.

Mitchell Corporation president, Roy Ozaki, cited the dominance of large corporations in the video amusement market as one of the main reasons for Mitchell's and other small companies' absence from the market.

"Five or six years ago, if you had a good

# International

## N E W S

product you could get into the market. Now, small companies don't have the strength to compete with the bigger players," he said.

*Puzz Loop* will make its debut at the JAMMA exhibition.

## \$8m loss

### SHOWSCAN FORCED TO RETHINK

**SHOWSCAN** Entertainment has reported a net loss of over \$8m for the fiscal year ending 31 March 1998, and has revised its marketing strategy in an attempt to return the company to profitability.

The strategy includes plans to market its simulation ride library to all operators of simulation attractions, the conversion of portions of the library to 3D and DVD formats and a proposed move into the video game market.

Details of the video game move are not known at present.

Showscan blamed its losses on slow sales during the confusion in the market after the failed merger with Iwerks.

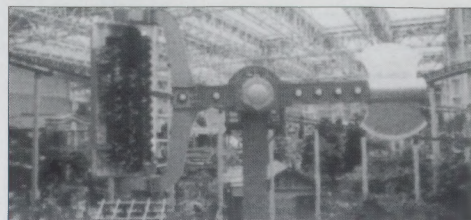
The deal failed when Iwerks' shareholders rejected the move, believing the Showscan share valuation to be too high.

"Over the next few months, we will be making announcements relating to our new strategy. Showscan is alive, well and poised to again become a dominant force in the industry," said president and chief executive officer, Dennis Pope.





# International NEWS



the way for all distributors and operators to purchase and operate Neo Print machines free of any legal worry.

SNK vowed to file a countersuit for damages. Atlus attorneys could not be reached for comment.

## japanese

### JAPANESE INDUSTRY

THE word is that a biggish name in the Japanese industry appears to have run into financial trouble. We cannot get confirmation but we are fairly sure that Nikko Densi has closed its Tokyo office having first cut staff from 50 to 20. This backs up the general talk in Japan about well-established video games companies running to trouble. The market is said to be totally dead and more casualties could result.

## briton in us

### BRITON IN THE US

THAT well known Briton domiciled in the US, Simon Deith is said to be reducing his emphasis on the coin-op business in favour of going in for Dave and Buster's type restaurant/entertainment/amusement establishments and is due to open one in New York City shortly.

## camp snoopy

### CAMP SNOOPY GETS THE AX

KNOTT'S Camp Snoopy got swinging this year with a new NZ\$5.88 million Zamperla thrill ride. The Mighty Ax, a two story attraction amidst the bustling Mall of America, spins riders in a 360 degree loop reaching 82 feet in the air. Forty-two passengers at a time pay NZ\$7.65 per ride

to skim the skylights of the Mall of America.

The Mighty Ax is the third Zamperla rotoshake ride of its kind to open in the United States.

## south east

### SOUTH EAST ASIA

CONVERSION kits to transform home games into coin-operated arcade products are back with a vengeance. Two years after the Japanese and American video game industries successfully combined to fight copyright actions in South America, Mexico and Taiwan, at least four companies showed CD conversion boards at the TAMA-GTI Expo in Taipei, Taiwan.

The August show drew visitors from many countries, including some in southeast Asia which are regarded as hotbeds of activity for conversion boards, with Vietnam and the Philippines leading the way. The kits cost less than NZ\$392 and tend to use "knockoff" consumer games costing as little as NZ\$19.60. With cheap cabinets and monitors, a complete game can be built for around US\$500.

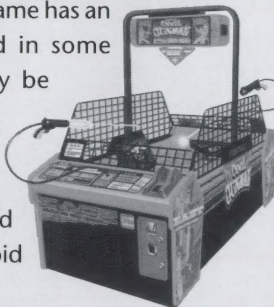
The investigator who led the joint JAMMA and AAMA assault on the conversion kit producers in 1995/96, Bob Fay, was in Taiwan to see the exhibits and commented: "They are certainly a misuse of copyright and we prosecuted successfully in Argentina, Mexico and here in Taiwan two years ago. We have no complaints from our members before us at this time, but if this happens we will resume action."

the income levels. It will need to be good to be better than *Time Crisis 2* which has arguably been the best gun game to-date.



### COOL GUNMEN ...

This is a real cute novelty game but the playfield is a series of star-shaped plastic mouldings which fit together like a jigsaw puzzle. Each moulding has a gun sensor which is also attached to a solenoid which makes it jump up when hit. Lying on the playfield is a drink can and each time the solenoid goes off, the can flies in the air towards the opponent's goal. The object of the game is to force the can into the opponents goal and score. There are great sound effects including a ricochet noise for more realism. The game has an open playfield and in some markets, there may be concern that dirt, dust and liquids may get into the playfield area and damage the solenoid system.



## SEGA

SEGA were there in force with a line up of 7 new products, on either their Model 3 or new Naomi System.

DIRT DEVILS ... Sega has released yet another driving game on the Model 3 System entitled *Dirt Devils*. This twin player driver features highly graphical dirt track racing. The game cabinet is very similar to many of Sega's previous driving games which have been numerous in the last 12 months or so. Since *Scud Race*, Sega has released an avalanche of driving games including *Motor Raid*, *Rally 2*,

*Harley Davidson*, *Touring Car* and most recently released *Daytona 2*. *Dirt Devils* was similar to Williams *Off Road* and difficult to drive.



### OCEAN HUNTER ...

Sega's *Ocean Hunter* is a new underwater game featuring excellent graphics and adventure. It is something that is quite different to the normal run of driving, motorbikes, shooting or fighting games so it will be interesting to see how this one pans out of the cash box. The game incorporates two large "spearguns" which vibrate at each shot. Sharks and other sea creatures provide the challenge in this adventure.

STAR WARS TRILOGY ... Sega *Star Wars Trilogy* is a sequel to the previous *Star Wars* game which was released around 3 years ago. With the use of the Model 3 System, graphics have been substantially improved which should give the game more appeal in arcades.

*Star Wars Trilogy* had brilliant graphics but was only around 50% complete at show time and it was difficult to assess how well it will do.

SPIKE OUT ... Another big fighting game for Sega on the Model 3 System is *Spike Out*. Graphically, the game looks very impressive with a variety of street scenes as the fighters move through the city taking on gangs as they move downtown. The action and sound effects are spectacular. The game comes in a one player dedicated cabinet with large side speakers. Up to four cabinets can be linked together for four player action.

HOUSE OF THE DEAD 2 ... After the success of the original *House of the Dead* game, Sega have now released a Part 2 version on their new Naomi Hardware



System. This system is based on Sega's new *Dream Cast* consumer game hardware which will be launched in Japan next month. The hardware has a 128 bit system which in theory should make it capable of producing graphics better than anything that is on the market currently. If *House of the Dead 2* turns out to be as good as the original game, Sega should have a hit on their hands.

The game was great to play and looked like a winner and Sega indicated this game should be cheaper than current System 3 games.

The new Naomi System will be available in a dedicated driver and standard video game format. While *House of the Dead 2* was the only game completed and working for the system, Sega showed *Dynamite Baseball '98* and *Blood Bullet - The House of the Dead Side Story* as well as an unnamed twin driver as examples of what the system is capable of.

## CAPCOM

**STREET FIGHTER ZERO 3 ...** Capcom have chosen not to get into the dedicated game business and have continued to offer good quality conversion games. Of course, the *Street Fighter* series is arguably on of the most successful fighting games in the market and not surprisingly, Capcom took the opportunity to show their latest version entitled *Street Fighter Zero 3*. The game is already in the New Zealand market and has not proven to be a great success.

**TETRIS THE GRAND MASTER ...** Although Capcom are best known for their fighting games, they have also released a new puzzle game entitled *Tetris the Grand Master*. Those readers who have been in the industry long enough will remember that the original *Tetris* game was one of the all time greats and this

new far more sophisticated version will certainly appeal to players who like puzzle type games. It will certainly appeal to those who like a strong challenge and features a number of "Disney characters" through the game play.

**TECH ROMANCER ...** A new action game somewhat similar to the *Sega Virtua One* series. The game features 8 different robots and represents an impressive graphic presentation. This is an unusual move for Capcom who have always featured human type fighting characters.

Capcom also had two other fighting games on display entitled *Strider 2* and *Kakaio*.



## TAITO

**TAITO Corporation** of Japan featured two new conversion games on their G-Net System plus a dedicated two player shooting game entitled *Operation Tiger*.

**OPERATION TIGER ...** It is quite a long time since we have seen a shooting game from Taito and although the game presents well in a nice cabinet, the general consensus of opinion was that the game graphics and player appeal did not measure up to some of the gun games on display. One observer said that it looked too much like the old *Operation Wolf* and didn't have the graphics quality of some of the more modern shooting games.

**RAY CRISIS & CHAOS HEAT ...** Two conversion games on offer were *Ray Crisis* & *Chaos Heat*, both shooting action games.

supplier in Hong Kong. They turned out to be copies. Apparently, the STV system has proved easy to copy and Sega games such as *Die Hard* and *Decathlete* have been commonly found in copy format, right down to the Sega label.

## video effort

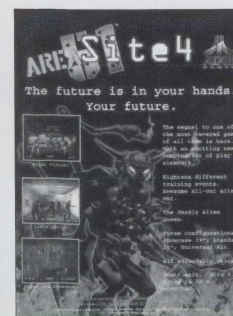
### VIDEO EFFORTS PRAISED

**THE US coin-op industry** appears to have convinced Congress that there's no need to censor violent coin-op video games, or perhaps regulate how they are presented in public locations ... at least for now.

Trade leaders joined Senator Herb Kohl recently for a Washington DC press conference focusing on the trade's video game content self-regulation efforts to date. Speaking to a battery of cameras and microphones, Senator Kohl thanked and praised manufacturers and operators alike for moving to implement a voluntary parental advisory system which posts ratings on games.

The advisory programme is strongly supported by AMOA, AAMA, IAFC and IAAPA. Senator Kohl also urged trade members to reduce violence in games and to find ways to limit children's access to age-inappropriate games.

Senator Kohl said the industry's goodwill efforts to date suggest that no new regulatory laws will be necessary (he admitted that passing restrict legislation would be an uphill battle at best).



Yet Senator Kohl also warned that the senators may call for a boycott of non-participating locations by this fall, if ratings are not widely put into place.

Speaking on behalf of the industry at the press conference were AAMA

# International NEWS

President (and Konami coin-op chief) Mike Rudowicz, Sega's Al Stone, Namco's Frank Cosentino and Midway's Rachel Davies.

By all accounts, they did a fine job and the overall tone was positive for coin-op. Representing AMOA and IAFC was Frank Seninsky; AAMA Executive Director Bob Fay and legal counsel Elliott Portnoy were also on hand as was Elise Atkins from AMOA's lobbying outfit, Valis & Associates.

## court rules

### COURT RULES AGAINST ATLUS

A federal judge in Los Angeles has reportedly dismissed Atlus Dream Entertainment's patent infringement lawsuit against SNK Corp of Japan and its subsidiary, SNK Corp of America. Atlus sued SNK and American Photo Booth Inc (APBI) late last year over the defendants' respective photo sticker machines, Neo Print and Sticker Station.

Atlus' suit against APBI was dismissed earlier this year, although APBI continues to sue Atlus over its own claim of patent infringement. "We are pleased that the court has vindicated SNK by dismissing Atlus' claims with prejudice, barring Atlus forever from suing SNK on the unjust claims submitted to the court," said John Barone, President of SNK Corp of America.

Atlus' patent protection claim was reportedly dismissed because its patent on key photo sticker imaging technology was not exclusive and had been offered for sale prior to the initial patent application, said SNK, which also asserted the decision cleared



# International NEWS

products - including some good PCD games - since the company closed its London office two years ago."

It has Go Train 2, an updated version of its unusual dedicated video game in which players have to become engine drivers and get trains from one station to another on time; Operation Tiger is a new twin-gun shooting game which is also dedicated and was around 40 percent complete when it was shown in London. There is also Psychic Force, a fantasy fighting game which is set in a temple with 3D graphics and another PCB game, Landmarker, a slot-in-the-blocks puzzle game.

## midway MIDWAY FOCUSES ON BRINGING HOME PLAYERS BACK TO ARCADE

**HOME** video doesn't have to be a rival to coin-op games, believes Midway Mfg. (Chicago). The vidgame factory recently launched NFL Blitz '99 featuring a "create-a-play" designed to benefit operators by driving players from the home to coin-op games (last month we implied the marketing pull was the other way around; our apologies for the error). Result: several million owners of Nintendo 64 game systems will soon be able to design plays that



can be used on NFL Blitz '99 coin-op games. This 'smart card' feature is clearly one of the most advanced, innovative methods yet devised to increase coin-op game collections and longevity by capitalising on the home game market ... In another home-based promotion for its coin-op products, Midway staged a clever PR event called "Blitz Bowl" on July 8.

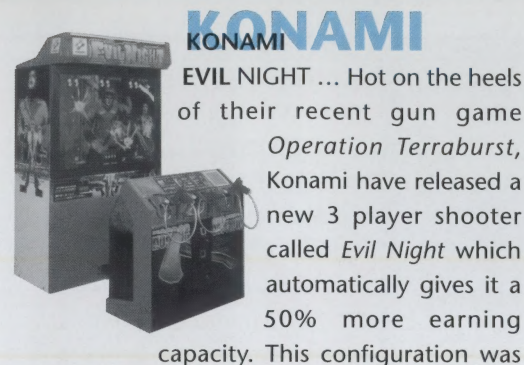
Basically, the factory broadcast a simulated football game over the Internet (featuring two randomly selected teams, the Pittsburgh Steelers and Detroit Lions). The game was run by computer on a coin-op version of Midway's NFL Blitz and featured a months-long buildup, including a national sweepstakes where players sent in their own arcade game scores. The randomly selected player who came closest to matching the simulation's teams and scores (Detroit 20, Pittsburgh 14) became the winner of Blitz Bowl, with a trip for two to the 1999 Pro Bowl in Hawaii as grand prize. Midway promo manager Patrick Fitzgerald said visits to the Midway site (www.midway.com) rose over 100% during the Blitz Bowl webcast; traffic levels remained afterwards.

## worldwide WORLDWIDE IN 1999

**WANT** to know what will be the big thing worldwide in 1999? Flat panels. The technology has reached the stage where it has become affordable for the mass market and the space-saving advantages to operators of amusement games with monitors are obvious. One industry insider said: "You'll see them all over the place by next year."

## hong kong HONG KONG

**THE** copies business is not dead. Hong Kong distributor Bondeal recently reported that it bought Tecmo World Cup Soccer '98 boards for the STV system from a "reputable" boards



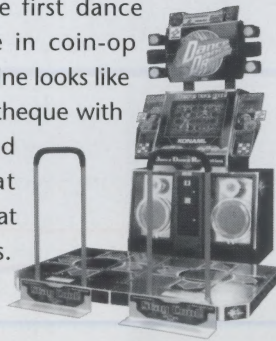
## KONAMI

**EVIL NIGHT ...** Hot on the heels of their recent gun game *Operation Terraburst*, Konami have released a new 3 player shooter called *Evil Night* which automatically gives it a 50% more earning capacity. This configuration was

also successful in Konami's previous gun game *Crypt Killer*. The game presents well and the cabinet looks good but there are a lot of new shooting games on the market right now so it is going to have to be exceptional to get sales in this highly competitive market. The feature of this game was the "third player" gun was a "shotgun" giving that player some extra punch.

**BEAT MANIA - 3RD MIX ...** This is a disc jockey simulation game where music is remixed by playing the keyboard and scratching the turntable. It features music recordings from local musicians in New York as well as the latest dance music to increase the excitement. This type of product has been a big hit in Japan but has so far not established itself in other markets.

**DANCE DANCE REVOLUTION ...** Konami have released the first dance simulation game in coin-op history. The machine looks like a stage in a discotheque with halogen lights and neon tubes that pulsate to the beat of different songs. Great sound effects for the people that are into heavy metal music. Players must compete on the dance floor and follow the dance steps to finish each



stage. A large unit with 20 watt halogen lights and 10" woofers.

*Racing Jam Chapter II* as well as a number of novelty machines completed the Konami stand.

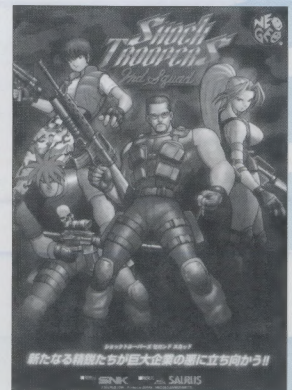
## SNK SNK CORPORATION

A total of 3 new games on offer including their recently released dedicated 2 player shooting game entitled *Beast Busters 2nd Nightmare*.

**BEAST BUSTERS ...** Monsters, blood and gore seem to be the thing that turns the playing public on. This was evident with the success of Sega's *House of the Dead* and SNK appear to be capitalising on that market demand with an even more gruesome presentation on their current *Beast Buster* game. The graphics look more like a horror movie and will certainly keep the players focused if they don't get squeamish from all the blood and guts that are flying around. The machine features two machine guns mounted on a console which give an effective recoil and vibration.

**SAMURAI SPIRITS 2 & FATAL FURY 64 ...** In the conversion area, SNK also released two new games for their Neo Geo 64 System. *Samurai Spirits 2* which is a sequel game as is *Fatal Fury 64*. Both of these are 3D type fighting games which represent the majority of conversion games coming into the market in recent years.

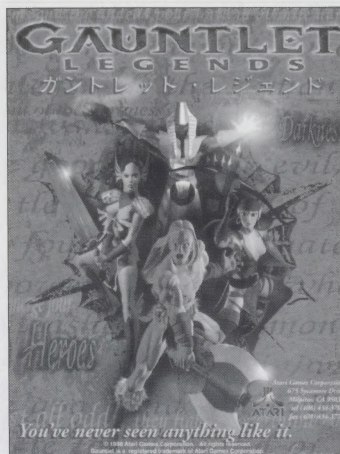
**SHOCK TROOPERS 2ND SQUAD ...** The latest Neo Geo conversion looks much like a new Metal Slug game. I hope it is half as good.





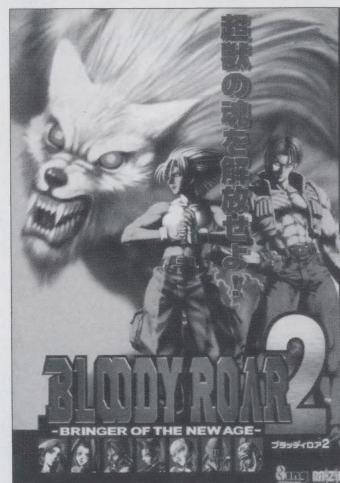
## SEIBU

**RAIDEN FIGHTERS JET ...** The *Raiden Fighter* series of games seem to have kept a good following in the market so Seibu have taken advantage of this with the release of their latest Raiden series game entitled *Raiden Fighters Jet*. The game play is very similar to previous Raiden games but with better graphics and more action.



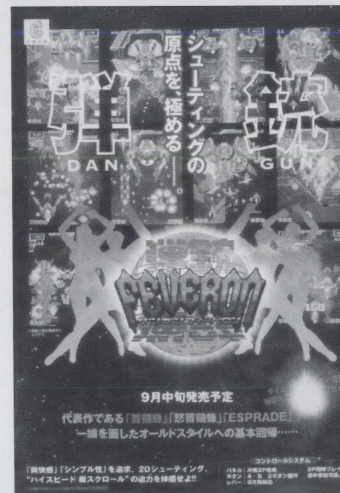
## PHSIKYO

**GUN BIRD ...** The lesser known Japanese company is making a strong attempt to break into the conversion game market with the release of their latest game *Gun Bird 2*. A scrolling action game in some way similar to the Raiden series, it appears to have good graphics and sound effects and is competitively priced.



## RAIZING

**THIS** relatively new game developer has come up with a spectacular new fighting game entitled *Bloody Roar*. It features characters that are half human and half beast. A total of 9 characters are featured in the game which is distributed in Japan by Able Corporation Limited.



**DEAD OR ALIVE 2 ...** Tecmo have bought out a

sequel to the not very successful first version of this System 2 upgrade.

**FEVERON ...** Similar to Raiden this vertical space combat game looked very good.

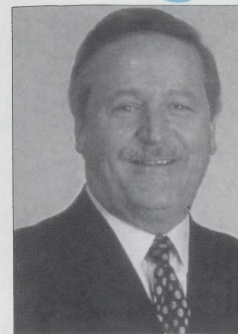
**GAUNTLET LEGENDS ...** Atari has released this great sequel to what many operators remember as being a great earlier game. A roll playing adventure that must be worth a sample.

**BLITZ 99 ...** Jam packed with more muscle and the innovative "play editor" allowing players to create, personalise and store their own plays with a N64 controller pack. Design your player at home and bring it back to the arcade.

**BLOODY ROAR 2 ...** Able have produced a graphically superior fighting game featuring *Tekken* type action. Seven characters and top action makes this a great offer. Characters have two distinct personalities and transform during the game.

The show was smaller this year but was well attended. There was nothing for out market that became a "must have" and so operators should keep an eye on the prices of existing units they know are performers and look to purchasing units for the Christmas break.

## sega buys COIN SALES BACK



ON August 3, Sega announced the transfer of its coin operated game sales division from its joint venture, Game Works, back to the parent company's American subsidiary Sega Enterprises USA. Sega GameWorks had earlier assumed control of coin

game sales from founding partner Sega Enterprises Ltd as part of that company's investment package when the Sega GameWorks joint venture was formed in March, 1996. The new corporate structure at Sega Enterprises USA has Al Stone as President/COO, and Howell Ivy as President and Deputy COO. "By selling our Game Sales Division, we are in a position to truly focus our energies on Sega GameWorks' core business - that of creating and evolving location-based entertainment where people can enjoy a social experience around games," said Michael Montgomery, president and CEO of Sega GameWorks. "Sega Enterprises' acquisition of the Game Sales Division is a strategic and mutually beneficial arrangement for both companies," said Al Stone, president and COO, Sega Enterprises, USA. "The more connected the sales function is with the game creation teams, the stronger we'll be at hitting the mark with the hottest new arcade gaming experiences that go beyond the consumers' expectations."

## chapter 11

**NAMCO ARCADES EXT CH. 11** NAMCO Cyberentertainment Inc (NCI) finished its Chapter 11 reorganisation effective August 21, the company says. They'd filed Ch. 11 in January; NCI called the move "highly successful" in getting mall landlords to reduce

# International

arcade rents, leading to a much stronger operation in a relatively short time. Namco also shut down a couple of dozen arcades but they're still America's biggest chain with 335 fun centres and 200 location accounts.

## Currency

**SINGLE CURRENCY** THE introduction of the euro, the single currency, was very much the dominant topic at a recent meeting of the European Federation of Coin Machine Associations, Euromat.

Among the points raised were the high risk of counterfeiting because of the similarity between the 20 cent and 50 cent coins, with the former being made to look like the latter with little manipulation. Also operators throughout Europe are requesting sample coins in an attempt to calibrate their machines before the currency is introduced, while others are preparing for an influx of electronic payment methods.

## taito

**TAITO COMEBACK** ONE of the big names in game developments is making a strong comeback, according to major European distributor John Stergides of Electrocoin in London. Taito, which once had an office in London and was among the major developers and manufacturers of video games, has suddenly turned out a string of new products.

Most of them were previewed at the London Open Day on June 10 at the Electrocoin showrooms, where Mr Stergides said: "Taito now has the strongest line-up of



# parts SPECIALS

## joysticks

MCA GREEN JOYSTICK  
NO MICRO SWITCHES

use your own micro switches - 4 switches  
not supplied, 4x Micro Switches &  
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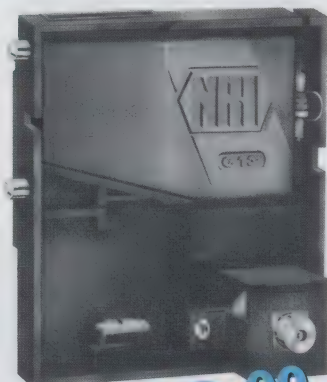


**\$11.00**

## coin mechs

NRI SECOND HAND SIMULATOR  
SUITABLE COIN MECHS

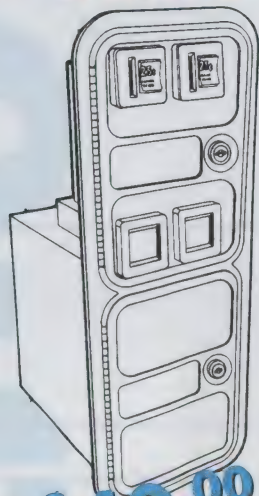
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**\$110.00**

## doors

STEEL IMPORT TWIN DOORS



**\$40.00**

## air hockey

GAMEMASTERS AIR HOCKEY BATS



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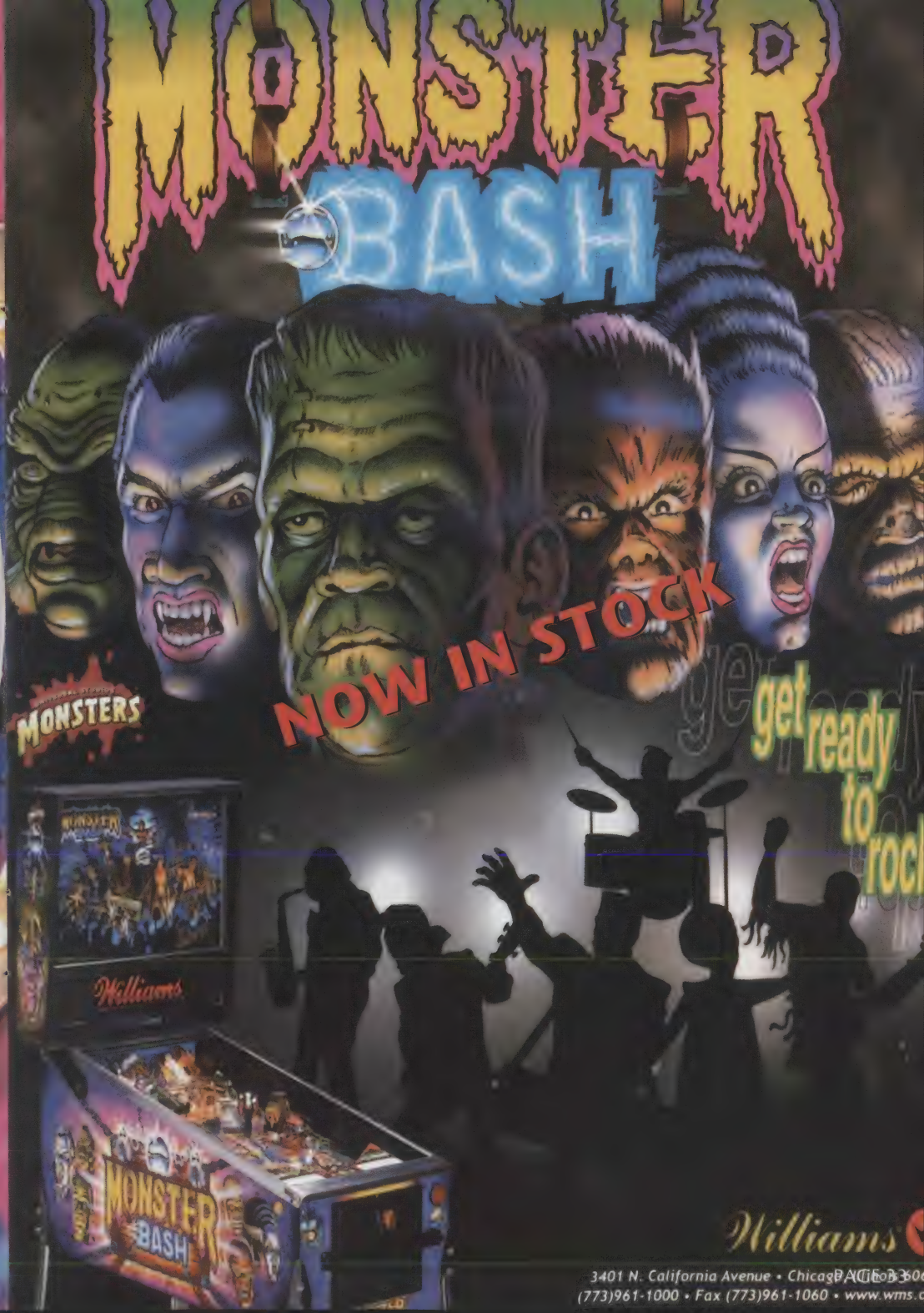
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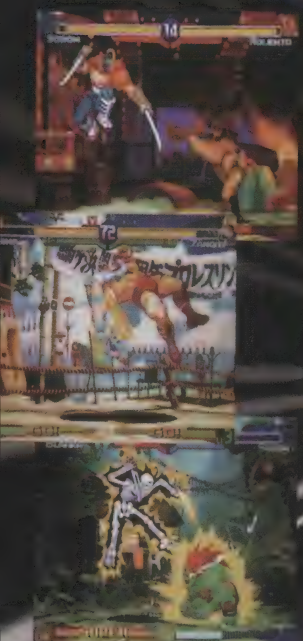




CAPCOM

# STREET FIGHTER ALPHA 3

BETTER  
INCREASE  
YOUR  
OCCUPANCY  
PERMIT.



Audio & Graphics that Rock  
The Legendary Alpha  
Characters Return, plus 3  
New Characters for 25 Total  
Master the Combo-isms -  
X, Z and V - Opponent  
crushing Combo Techniques  
Astounding Offensive and  
Counter Moves





# NEW PRODUCTS

## QUAKE - LBE SYSTEMS

ANYONE who has every heard of, let alone used a PC will be aware of the game Quake. A generation of Netheads and electronic whizz kids has grown up with a genre of game playing known as the first-person perspective.

While Wolfenstein provisionally showed what could be done, it wasn't until Doom marched onto everyone's screens around five or six years ago that the genre showed real promise. And in so doing set a remarkable standard which an entire industry wanted to emulate. Despite market saturation, few games came close to the sheer thrill of running round labyrinthine arenas, picking off monsters with an assortment of weapons that would do any budding Sgt Rock proud. Then along came Quake with its trickier play, different weapons, extra graphics and sound, gore by the bucketload and even its ability to make your hero swim!

Millions of social activities were being canceled throughout the world, as players in every corner took up their cudgels for some serious kicking of monster ass. Any gamer worth his or her salt will tell you that wielding a battle axe in the direction of a big, outworld meanie with the gruesome intent of knocking his block right off ranks way up there with the best of game-playing thrills. Or is that just me?

Now, imagine a bee with very large knees.



That'll be Quake arcade Tournament Edition then. It's chock full of action, new weaponry and settings, plays like a dream and engaging in a spot deathmatch mode against your friends, colleagues or even against strangers

ensures it never loses its appeal. In fact, The Edge deathmatch level is new for the arcade version and comes complete with robot players with artificial intelligence, for single play, while (so far only in the States) up to 64 players have been having a fragfest supreme. To the uninitiated, that's the mother of all networked killing sprees.

Technically, Quake utilises the Obsidian SB100 chipset from Quantum 3D which includes dual 3Dfx interactive graphics accelerator chips giving 60 frames per second, not to mention Intel Pentium II processors and LBE Systems' SparkyNET OS, the operating system allowing for software update and game control. Two dedicated versions are on the market - with 27" and 33" cabinets - while a kit package looks likely.

Quake Arcade Tournament Edition is long overdue, but nevertheless features a game played at dazzling speed, with a number of previously unavailable additions. It brings the pinnacle of PC gaming to a different dimension and could very well be the game that kickstarts attendance's to the forlorn video arcade on a global scale. Well, until they release Quake II anyway.

## LANDMAKER - TAITO

WHEN the latest drivers, fighters, blasters and ... er ... sportsters are taken up at my local arcade, I will inevitably find time for a puzzler. I was always unbeatable at Tetris or Puzzle



## PINBALL GAMES

1. Williams MEDIEVAL MADNESS
2. Bally CHAMPION PUB
3. Bally CIRQUS VOLTAIR
4. Williams NO GOOD GOPHERS
5. Williams ARABIAN NIGHTS
6. Bally ATTACK FROM MARS
7. Bally SCARED STIFF
8. Bally NBA FASTBREAK
9. Williams JOHNNY MNEMONIC
10. Bally THEATRE OF MAGIC

## PRIZE REDEMPTION

1. LAI STOP THE CLOCK
2. Harry Levy SUPER HOOPLA
3. LAI RIBBIT RACER
4. SNK TOP BOMBER
5. Taito SOLOTTOL
6. ICE CYCLONE
7. Design Plus IND PRO STRIKER
8. LAI TURTLE MERCHANDISER
9. LAI MOUSE ATTACK
10. Jaleco SPIDER STOMPIN' DX

## PINBALL GAMES

1. Williams MEDIEVAL MADNESS
2. Bally CHAMPION PUB
3. Bally ATTACK FROM MARS
4. Bally ADDAMS FAMILY
5. Bally SCARED STIFF
6. Bally THEATRE OF MAGIC
7. Sega VIPER NIGHT DRIVIN'
8. Williams ARABIAN NIGHTS
9. Williams JUNK YARD
10. Williams STAR TREK TNG

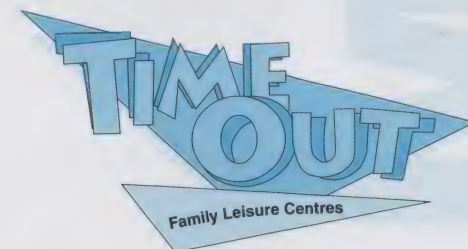
## PRIZE REDEMPTION

1. Rainbow RAINBOW
2. 5 Star SURFIN' SAFARI
3. ICE ICE BALL
4. ICE CYCLONE JR
5. Planet Earth TREASURE FALLS
6. Lazer Tron SOLAR SPIN
7. Sega AUSTIN POWERS
8. Benchmark BIG HAUL
9. Seidel SMOKIN' TOKEN
10. Benchmark CLAIM JUMPER

## PINBALL GAMES

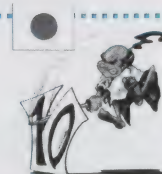
1. Williams CHAMPION PUB
2. Bally MEDIEVAL MADNESS
3. Bally NO GOOD GOFERS
4. Williams CIRQUS VOLTAIRE
5. Williams ARABIAN NIGHTS

NOTE: Williams/Bally games only sited.



## PINBALL GAMES

1. Capcom PINBALL MAGIC
2. Midway ADDAMS FAMILY
3. Williams MEDIEVAL MADNESS
4. Data East JURASSIC PARK
5. Sega TWISTER







# Australia

## DEDICATED GAMES CONVERSION GAMES

- |   |                                    |
|---|------------------------------------|
| 1. Namco <b>TIME CRISIS 2</b>           | 1. SNK <b>KING OF FIGHTERS '98</b> |
| 2. Sega <b>RALLY CHAMP 2</b>            | 2. Midway <b>NFL BLITZ</b>         |
| 3. Namco <b>MOTOCROSS GO DX</b>         | 3. Sega <b>VIRTUA STRIKER 2</b>    |
| 4. Namco <b>FINAL FURLONG</b>           | 4. Tecmo <b>WORLD CUP '98</b>      |
| 5. Sega <b>HOUSE OF THE DEAD</b>        | 5. Namco <b>POINT BLANK</b>        |
| 6. Sega <b>DAYTONA</b>                  | 6. Namco <b>TEKKEN 3</b>           |
| 7. Namco <b>DOWNHILL BIKERS</b>         | 7. SNK <b>METAL SLUG 2</b>         |
| 8. Namco <b>RAPID RIVER</b>             | 8. SNK <b>BREAKERS REVENGE</b>     |
| 9. Namco <b>TOKYO WARS</b>              | 9. Psikyo <b>ZERO GUNNER</b>       |
| 10. Atari <b>SAN FRAN RUSH THE ROCK</b> | 10. Capcom <b>SF VS CAPCOM</b>     |

# United States

## DEDICATED GAMES CONVERSION GAMES

- |   |  |
|---|--|
| 1. Namco <b>TIME CRISIS 2</b>             | 1. Konami <b>FISHERMAN'S BAIT</b>          |
| 2. Sega <b>HOUSE OF THE DEAD</b>          | 2. Atari <b>AREA 51/MAX FORCE DUO</b>      |
| 3. Incred. Tech <b>TOURNAMENT 3D GOLF</b> | 3. Incred. Tech <b>GOLDEN TEE '98</b>      |
| 4. Atari <b>MAXIMUM FORCE</b>             | 4. Midway <b>NFL BLITZ</b>                 |
| 5. Namco <b>TIME CRISIS</b>               | 5. Atari <b>AREA 51</b>                    |
| 6. Sega <b>GUN BLADE NY</b>               | 6. Incred. Tech <b>GOLDEN TEE GOLF '97</b> |
| 7. Incred. Tech <b>WORLD CLASS BOWL</b>   | 7. Incred. Tech <b>GOLDEN TEE 3D GOLF</b>  |
| 8. Atari <b>RADIKAL BIKERS</b>            | 8. Game Vision <b>ZERO POINT</b>           |
| 9. Dynamo <b>SOLITAIRE CHALLENGE</b>      | 9. Capcom <b>MARVEL VS CAPCOM</b>          |
| 10. Sega <b>VIRTUA FIGHTER 3</b>          | 10. P&P <b>POLICE TRAINER</b>              |

# New Zealand

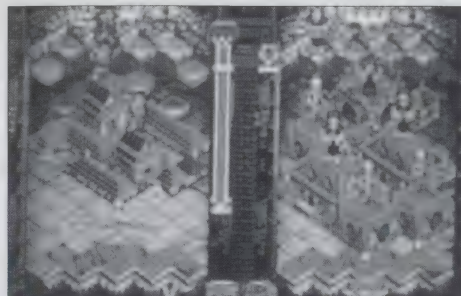
## DEDICATED GAMES CONVERSION GAMES

- |                                     |   |
|-------------------------------------|---|
| 1. Namco <b>TIME CRISIS 2 DELUX</b> | 1. Capcom <b>STREET FIGHTER ALPHA 3</b> |
| 2. Sega <b>DAYTONA 2 DELUX</b>      | 2. SNK <b>KING OF FIGHTERS '98</b>      |
| 3. Sega <b>RALLY 2 TWIN</b>         | 3. Namco <b>TEKKEN 3</b>                |
| 4. Sega <b>HOUSE OF THE DEAD</b>    | 4. Capcom <b>STREET FIGHTER EX2</b>     |
| 5. Namco <b>DOWNHILL BIKERS</b>     | 5. Sega <b>DYNAMITE COPS 2</b>          |
| 6. Sega <b>GET BASS</b>             | 6. Midway <b>NFL BLITZ</b>              |
| 7. SNK <b>NEO PRINT</b>             | 7. Namco <b>POINT BLANK</b>             |
| 8. Sega <b>LOST WORLD DELUX</b>     | 8. Sega <b>VIRTUAL STRIKER 2</b>        |
| 9. Namco <b>TOKYO WARS DELUX</b>    | 9. P&P <b>POLICE TRAINER</b>            |
| 10. Namco <b>TIME CRISIS 2</b>      | 10. Sega <b>VIRTUA COP 2</b>            |

# Japanese

## DEDICATED GAMES CONVERSION GAMES

- |                                    |   |
|------------------------------------|---|
| 1. Konami <b>BEETMANIA 2ND MIX</b> | 1. SNK <b>KING OF FIGHTERS '98</b>      |
| 2. Namco <b>TIME CRISIS 2 DX</b>   | 2. Capcom <b>STREET FIGHTER ALPHA 3</b> |
| 3. Namco <b>TECHNO DRIVE</b>       | 3. Namco <b>SOUL CALIBUR</b>            |
| 4. Sega <b>DAYTONA USA 2</b>       | 4. Sega <b>VIRTUA STRIKER 2 '98</b>     |
| 5. Namco <b>PANIC PARK</b>         | 5. Sega <b>DYNAMITE COP</b>             |



Bobble (well, until I entered into two-player games) and could spend hours grappling with what on paper should be a simple game. Landmaker is another curiosity, that appeals to the more intellectual games player ... and me! Basically, you fire a cannon filled with lozenge-shaped blocks up the screen in an attempt to get blocks of the same colour to match, thus making bigger blocks. A central hit is successful, but a corner hit wipes out both blocks. The idea is to form the biggest block to mount an offensive on the opposition. Landmaker is an interesting game and will no doubt provide hours of challenging, if frustrating play.

## RADIANT SILVER GUN - TREASURE

TREASURE'S first foray into arcade gaming comes in the shape of this mega-blast-'em, vertical scrolling shooting game. Yet despite its 2D presentation, there are a number of semi-3D views and an element of role playing which add to the gameplay. And with just a dash of furious three-button bashing, a total



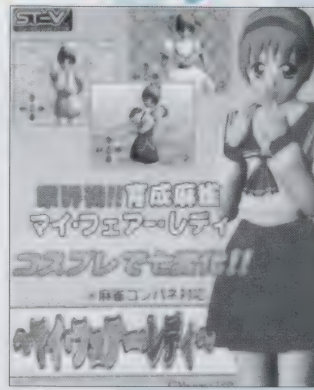
# NEW PRODUCTS

of seven different attacks can be performed. So if it moves, you don't just shoot it - you nuke it out of sight. The higher the score, the better the player's vehicle performs. While nothing fresh to the genre, what has been done has been done well.

## my fair lady

MY FAIR LADY - MICRONET/TECMO

"THE rain in Spain falls mainly on the plain ..." Actually this game is not about the classical musical based on George Bernard Shaw's play Pygmalion, but on a completely different tack altogether. In a nutshell, it's a mah-jong game. Or to be more precise, it's a virtual strip mah-jong game and features the central character Aya in various states of undress. While that doesn't register high noon on my sundial, the concept is fairly challenging and, admittedly ... er ... cute. But you would still have to be a fan of the tile-based game to even consider playing this regularly.



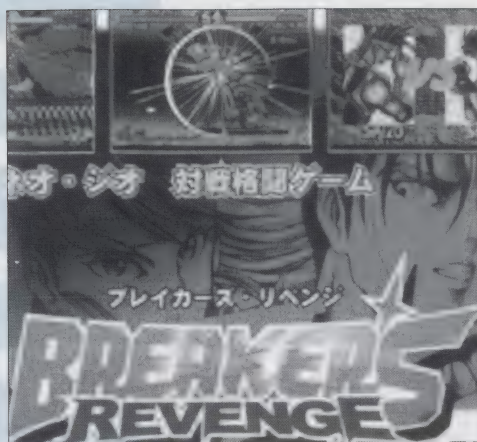
## breakers

BREAKERS REVENGE - VISCO

In these days of multi-polygonal, super quick, ultra complex fighting games, it's surprising there is still a market for 2D players like this one. Breaker's Revenge, the sequel to Breakers (unsurprisingly) offers fast character action



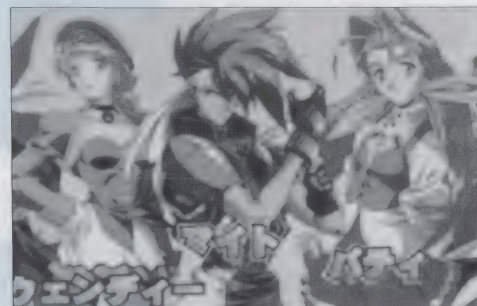
# NEW PRODUCTS



and is designed for both beginners and more advanced gamers. The latest version uses easy-to-understand moves as did its prequel, as well as most of the main fighters. However, ninja warriors - which seem to be cropping up all over the place lately - have now crept into this one taking the character tally to 10. They all have some snazzy moves but it's still for fans of the format only.

## psychic force 2012 - TAITO

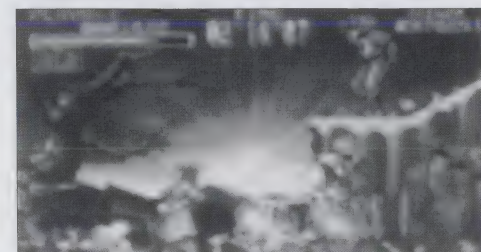
I remember way back in those heady days of being a games-playing ankle biter, that titles with years in like "2012" shaped the way I



thought the future would look. A scary prospect indeed. Now though, 2012 doesn't seem so far away and if this game is any indicator the next century looks pretty good. This game, the follow-up to Psychic Force, sees players engage in aerial battle. A graphically stunning 2D and pseudo 3D game, it utilises the new Taito Wolf board and runs at one million polygons per second. It also has a couple of new characters, as well as "the barrier break" and integrated life/psychic gauge which makes for some splendid, fast-paced action.

## musashi ganryuki - VISCO

MUSASHI is a legendary samurai warrior and here he embarks on a quest. Namely to slice up a number of ne'er-do-wells through five stages of horizontal scrolling action, before the final encounter with big, bad Kojiro - his mortal enemy. An eight-direction lever and three buttons are used to create a variety of attacks and strategies, which includes throwing a weight and hanging from objects, as well as sword slashes. It's a dated concept but it still works and this offers sufficient challenges to while away a good couple of hours down the arcade.



## kiddie rides - JOLLY ROGER

JOLLY Roger of the UK is to release two new licensed kiddie rides at the AMOA Show in Nashville, US. The Pink Panther train ride is the company's third ride to feature the illustrious PP and his nemesis Inspector

## savings

### NO INCREASE IN SAVINGS

RETIREMENT savings did not increase over the last year, despite massive publicity and most people believing that the Government will not provide for them in retirement, a study shows.

The Investment Savings & Insurance Association yesterday released research showing there was no evidence that more people were saving for their retirement than last year, when the superannuation referendum was held.

Other research findings included ...

- Twenty-seven percent of the adult population had not started saving for retirement.
- Eighty-four percent believed the Government would not provide them with an adequate retirement income.
- Support for some form of compulsory saving had increased, from 47 to 52 percent in previous quarters to 53 percent.

ISI chairman Ross McEwan said he was disappointed at the lack of action from the Government, but pleased the issue was being discussed by political parties again.

"The Government wants New Zealanders to life their savings rates and plan for retirement, but seems to think there is plenty of time to put in place the stable policy framework that is desperately needed if people are to plan with confidence and certainly that the rules won't change in the future," he said.

The ISI report listed key points it said were needed to put superannuation on a stable footing.

These included containing Government spending and policies to enhance economic growth and lift individual savings rates, with superannuation as a "safety net" only, and retirement policies which allowed people to

# New Zealand

## N E W S

access the equity in their homes.

Mr McEwan said New Zealanders still considered their homes were their savings for the future.

However the value of homes dropped \$1.8 billion nationally over the last quarter as prices fell.

Mr McEwan said it was critical that savings increased, but they would only do so through stable, long-term Government policies.

## edible boxes

### EDIBLE FOOD BOX COMING

HAMBURGER fans could soon be able to gobble up their burgers and then devour the sturdy takeaway packaging.

Burger giant McDonald's was expected next year to begin using a revolutionary burger packaging made from potatoes.

Called Earthshell containers the boxes would also feature a range of other natural and biodegradable materials including corn, natural fibres, and water.

Cups, plates, bowls, and trays made from the same materials were also on the drawing board.

"People have eaten them and come to no harm. Your body can pass the material without a problem." Earthshell spokesperson Julie Anderson said.



# New Zealand

## N E W S

### Joe Dillon

**JOE DILLON COMMEMORATIVE DINNER**  
 WE are very pleased to announce a commemorative dinner in honour of Joe Dillon, a respected leader that helped build the coin-op industry during his years at Seeburg and Williams/Bally/Midway. Tragically, we lost Joe to cancer last February. The Joe Dillon commemorative dinner is being held on Tuesday, November 17, 1998 (the night before the IAAPA Show) in Irving, Texas.

Joe touched the lives of so many people in this industry. His leadership, intelligence, wisdom and amazing sense of humour have been sorely missed by many of us since his death. Whilst most of us miss him personally and professionally, there is a group that Joe was involved with outside of the coin-op world that also is feeling his loss: The Mercy Home for Boys & Girls.

This organisation has spent the last 110 years transforming the lives of struggling children and teens in the Chicago area. They provide a home and hope for kids that otherwise could end up on the streets. Joe grew up in a large working-class family on the west side of Chicago, and he felt a deep commitment to the Mercy Homes as he personally witnessed some of the thousands of lives they saved over the years. 94% of the

funding for the Mercy Home comes from private sources, primarily from individual contributors like Joe Dillon.

The fund we are establishing will honour Joe Dillon and permanently support the Mercy Home for Boys & Girls. The Joe Dillon Commemorative Dinner is the first step, where we will raise funds to make the initial contribution. 100% of the proceeds from the Joe Dillon Commemorative Dinner will go to the Mercy Home for Boys & Girls.

The dinner is being held at La Cima Club in Irving Texas. The address is ...

*La Cima Club  
 The Tower at Williams Square, 26th Floor  
 5215 O'Connor Road  
 Irving, Texas*

Cocktails will be at 7.00pm, with dinner at 8.00pm. The cost is \$250 per person, or \$2,000 for an entire table of 10 people. There will also be a silent auction at the dinner to generate additional contributions to the fund.

To reserve your place at this very special evening, please contact the Midway sales department at 1 773 961 1204. For those of you cannot attend but would like to contribute to the fund can send donations to ...

*Joe Dillon Memorial Fund  
 Midway Games  
 Sales Department  
 3401 N. California Avenue  
 Chicago, IL60618*

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<b>AUCKLAND/NORTHLAND</b> Bevan Fisher Ph 09 525-8135 Mobile 021 622-319 Fax 09 525-6410	<b>CENTRAL</b> Robert Briggs Ph 07 346-3783 Mobile 025 946-724 Fax 07 346-3784	<b>LOWER NII</b> Mike Cook Ph 04 384 6753 Mobile 021 500-065 Fax 04 384 6754	<b>SOUTH ISLAND</b> Garth Ennor Ph 03 338-1411 Mobile 025 221-8694 Fax 03 338-1410
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Clouseau. The second model will be Totally Garfield, featuring the cartoon cat and based upon an original drawing by Garfield creator Jim Davis.



### vapor trx

**VAPOR TRX - ATARI**  
 VAPOR TRX is a futuristic racing game, where players pilot one of six flying craft, each with its own handling, speed and durable qualities. Multiple weaponry, turbo boost and short cuts add to the furious gameplay. Available as a single seat version with 28" monitor, Vapor TRX is linkable for up to four players and will be distributed in Europe, Africa and the Middle East by Namco Europe.



## NEW PRODUCTS

### speed driver

**SPEED DRIVER - IGS**  
 IGS of Taiwan has its second dedicated video game on the market. Speed Driver is a sit-down driving game built in two-car units with a link-up system for head-to-head competition. The game features a sports car race through Shanghai, Taiwan and Greece, with the driver able to use powerful instruments such as speedo, lap counter, position counter, remaining fuel etc.



### power supply

**POWER SUPPLY - FROLICKER**  
 ALICE Liao and Edward Tu of Frolicker Electronic Co of Taiwan are picture below with their new 100W triple output power supply for video games. Available as MWP-602A or MWP-606A, the latter with European quality and safety approvals, the power supplies offer low cost and high reliability and are short circuit and overload protected. There is an output voltage correction LED and 100 percent full load burn-in tested.





# NEW PRODUCTS

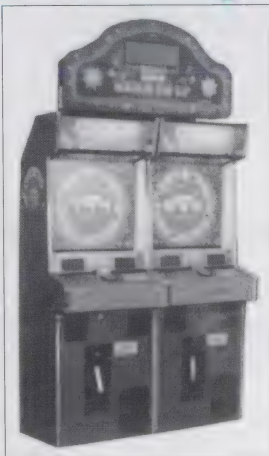
## CABINETS - WECH WE CHIN

**WECH** Wee Chin, the well-known cabinets producer from Taiwan, has launched the latest version of its OK Baby. The universal cabinet has now been turned into a circular centrepiece display, the OK Carousel. Operators can use six of the cabinets linked together by triangular units containing ashtray/drinks stands.



## MATCH 'EM UP - LAZER-TRON

**MATCH 'Em Up** is a new skill stop video redemption game where players have to stop rotating lights on matching symbols. Each time players stop the light, one of the three spinning reels stops on the same symbol. If players stop on three 7's, they win bonus tickets.



## ROTARY STAR - ENTROPY

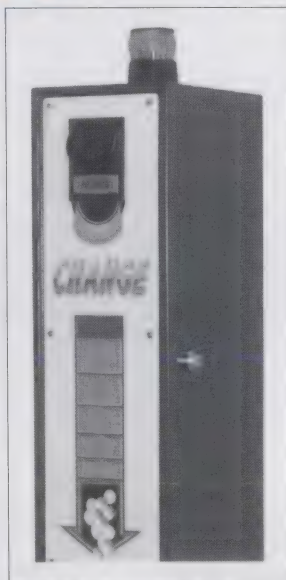


**CROMPTONS** is handling European distribution of Entropy's new player, Rotary Star. The game is described as an "SWP with a difference," in that players can only win prizes by using their skill. The machine

performed well on its initial site testing in various seaside and inland locations throughout the UK.

## ARCADE - SUZO INTERNATIONAL

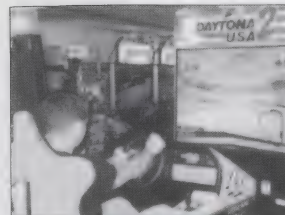
**SUZO** has a new money changer on the market, the Arcade. The mini changer is fitted with the company's recently developed cube hopper MK2 and has a capacity of between 1,000 and 1,300 coins. The compact device - measuring 20 x 75 x 27cm is available with either one or two hoppers and other features including wall-mounting frame, six digit display, programmable banknote reader, and microprocessor technology.



formidable bank of six - this is promising to be very successful and a great idea from Paul and Co out there.

Indeed the presentation and shop layout continues to excel.

In Manners Mall the shop has continued to evolve successfully - and dare I say it - is looking the best that it ever has. All credit to the teams in both, Lower Hutt and Manners Mall.



## AUCKLAND

**THERE** have been several recent movements in the Auckland scene worthy of mention. David Sund formally of SuperFun in Henderson is now operating from the Mangere Shopping Centre location previously operated by Dee & Percy Andrews. Rodney Roberts and Les Cole of R&L Industries have become the new operators of the SuperFun location.

TimeOut Leisure farewells Nicola Ireland who leaves to pursue a business venture with her partner David. Nicola who has worked with the company for some time will be sorely missed by Jen and all the staff in Ellerslie. We wish Nicola and David all the best for their future.

Funtasia is the latest centre to open in Tauranga. Located in Devonport Road, Funtasia offers a selection of the latest Video & Redemption games for all the family. Rodney Roberts & Les Cole of R&L Industries reported an excellent reception from the people of Tauranga on their recent opening night.

## CHANGES TO THE MAGAZINE

**OUR** monthly TimeOut magazine is now a

# New Zealand NEWS

two-monthly production, this issue is covering the October/November period, the following will be December/January, February/March and so on. We will endeavour to improve the standard of articles within these magazines, making it a must read publication for everyone involved in the industry. More New Zealand News and more New Products, this will be your guide to what is happening to the industry in New Zealand.

## COMBATING THE CLIMATE

**THE** soft winter and early spring that the country is experiencing has forced our industry to be more proactive in encouraging customers to spend money. We can no longer rely on the best locations and bad weather to drive our business, we have to give the public a better reason to come indoors and spend their money, or else they may just stay outside!

Because of this, the September/October school holidays (that we are in the middle of) will be a good test to see if we are all doing the right things to bring in the money. Traditionally our industries slowest school holiday period, the combination of weather climate and economic climate will really test the metal of everyone involved in indoor entertainment. Indeed two weeks of solid rain across the country would be a tonic for everyone, as we prepare for what should be a long hot (but predicted to be wet) summer period. Regardless of this we must now compete head-to-head with mother-nature and the almighty dollar in order to push up the profits.

Good luck and enjoy the holiday period.



# New Zealand NEWS

## business opp BUSINESS OPP'S & FRANCHISE EXPO



**THE** recent 5th annual Business Opportunities & Franchise EXPO was held over Friday the 14th to Sunday the 16th of August and featured 63 exhibitors from New Zealand, Australia, Canada and England with each offering a range of Franchise and related opportunities and services.

Those exhibiting included Coin Cascade which had on show their highly successful 38" version of Incredible Technologies Golden Tee '97, the Neo Print Photo Sticker Machine by SNK and the very popular Countertop TouchMaster 3000 by Midway.

Attendance exceeded last years figures proving not only an increased number of opportunities available, but also an increase in the number of people looking for new business ventures.

Consultancy services were well represented with ANZ Bank, Countrywide Bank, Franchise Association of NZ (sponsor), Inland Revenue Department, New Zealand Post, Stewart Germann Law Office and

WestpacTrust (sponsor).

Franchise on offer included Sign Manufacture, Hyperallegenic Cleaning Systems, Taxi & Limousine Services, Confectionery Vending, Cue Sport Venues, Cash Conversion Stores, Emergency Alert Systems, Hair Styling, Education and Tutorial Systems, Gardening and Maintenance Services, Commercial and Domestic Cleaning, Rust Removal Systems, Print and Copy Services, Postal Services, Fresh Fruit and Produce, Health & Safety, Internet Commerce and Software Systems, Specialist Food and Bakery, Children's Play Services, Fences and Wrought Iron, Window Joinery and Maintenance.

It is interesting to note that the majority of franchises and business

opportunities on offer required a full time commitment with entry level prices ranging from \$18,000 to \$500,000. By contrast the concept of Passive Income via vending entertainment, confectionery, etc was new to a lot of attendees. This is an obvious area which still has tremendous growth potential given today's every increasing demand on the individual's time.

## wellington

**WELLINGTON** continues to trade well. Like all centres we eagerly await the arrival on the school holidays and the hoards of school kids. The travel promotion promises to be a large draw card.

Interestingly, the site emptiness over the past fortnight have mirrored the dip in the centre revenue - but otherwise continue to trade well. I am told by a number of publicans that this is a very quiet time for them too.

We have just moved a further two Dayton's out to Lower Hutt - making a

## kof KING OF FIGHTERS '98 - NEO GEO

**ALTHOUGH** a sequel to the previous successful *King of Fighters '97*, it has a lot more features. There are a total of 38 different characters in the game.

I am not much of a judge of fighting games but I did visit one of SNK's arcades where the game was being tested. It was 3pm on Wednesday and there were 6 Koff'98's installed on location.

Not only where they all in use but there was a queue of 73 people waiting to play them. I will be surprised if this game isn't a big hit.

## beast busters THE 2ND NIGHTMARE

**THE** game will unquestionably get a MA15+ rating in Australia. The designers appear to have taken all the best features out of games like *Crypt Killer* and *House of the Dead* and added a few more for good measure. The *Zombi* scenes are gruesome. There are different violence settings. For example, you can select red blood or green blood and some of the more gruesome scenes can be cut out by switch settings. Nevertheless, even on the least violent setting, it will still rate MA15+.

## top bomber TOP BOMBER

**THIS** is a concept that was developed by Sound Leisure in the UK. A small quantity of this game was manufactured by Atari in the USA. This is a more compact version and uses a rotating turntable which carries prizes rather than an extended conveyor belt as used by the "Sound Leisure" machine.

The object of the game is to manoeuvre a metal "bomb" above the prize. The prizes are attached to a rotating turntable and once

## NEW PRODUCTS

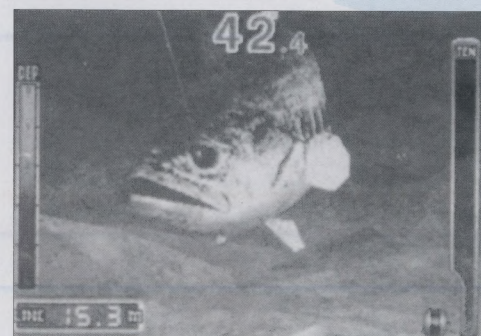
the "bomb" is moved into position, the player must then judge the position of the prize to drop the bomb for a direct hit. A direct hit on the prize releases it immediately and it is returned to the player.

## bass angler 2 BASS ANGLER 2 KONAMI

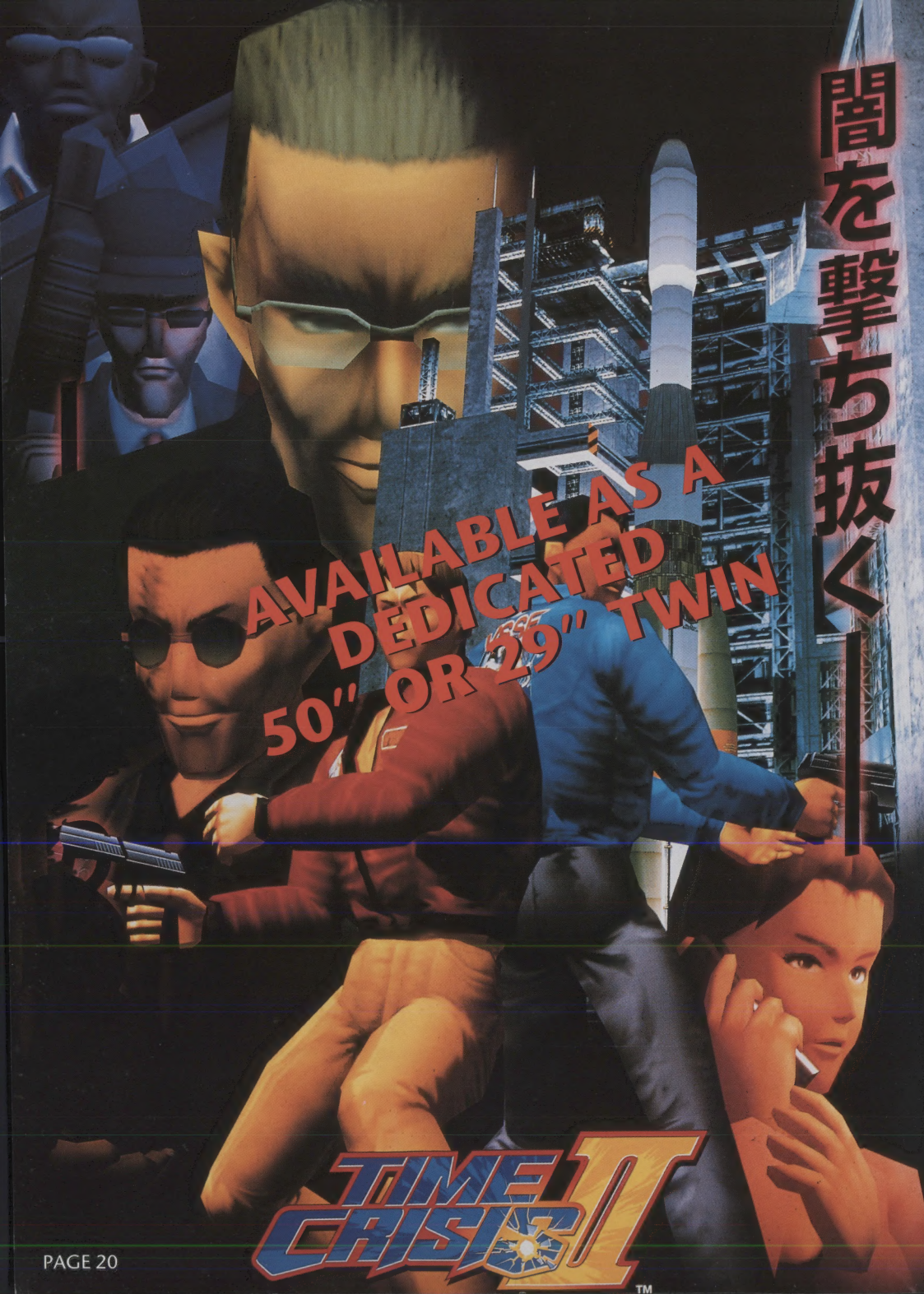
A sequel to the fishing game *Fisherman's Bait*, adopting multi-purpose frames.

This sequel provides several different modes to choose from. From the vision aspect, the Lure Window, conveying the water Lure dynamics, has been changed to 3D animation, and an increase to ten kinds of Lure has been designed into the software. This second generation software outshines the previous version in all form and manner.

In addition, the company has taken into consideration those businesses already owning the first generation edition or System 573 products, and thus the machine is sold separately as a CD-Rom Kit. Specialised faceplate with attached Reel type controller and System 573.







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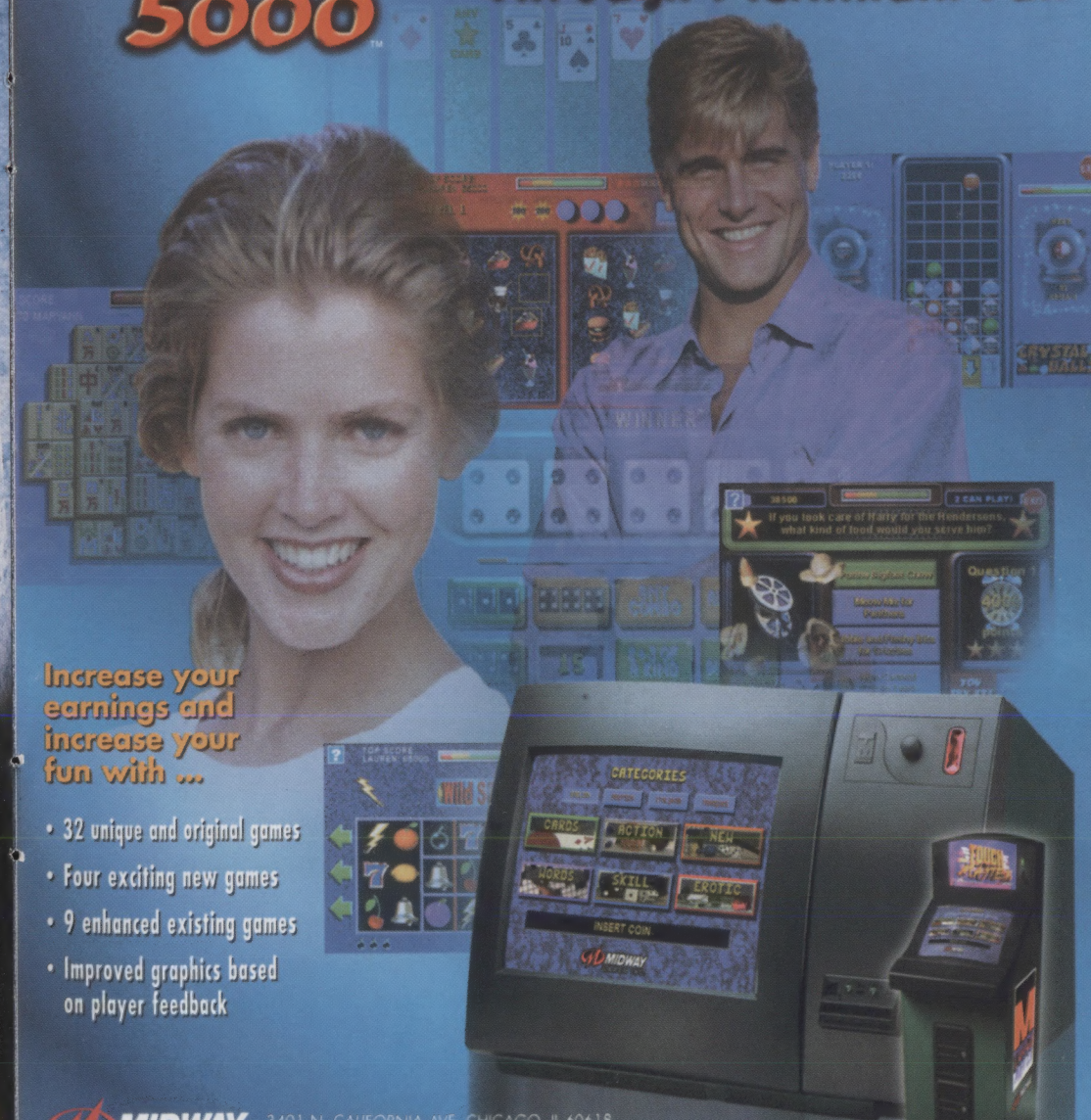
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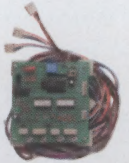
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## KIT INCLUDES:

- Two Guns (red & blue)
- Control PCB
- All Connecting Cables

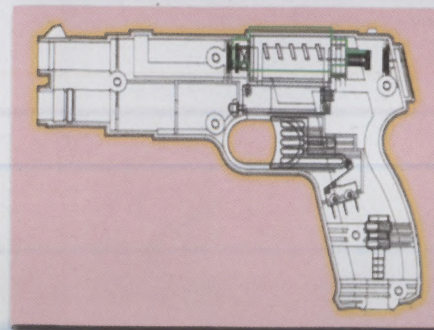


## EASY INSTALLATION:

- |                   |                |                  |
|-------------------|----------------|------------------|
| House of the Dead | Police Trainer | Virtua Cop 1 & 2 |
| Time Crisis 1 & 2 | Area 51        | Judge Dredd      |
| Maximum Force     | Egg Venture    | Lethal Enforcers |
| Point Blank       | Zero Point     | ...and Others    |

## FEATURING:

- Realistic recoil via internal solenoid
- Power source is from existing cabinet (5/12 volt power supply)
- Extra thick plastic walls and rib sections incorporated in gun housings
- Ergonomic horizontal trigger action
- Non cut, hard wearing stainless steel reinforced cord hose
- Fits into standard (HAPP) gun cabinet mounting
- Non inductive opto circuit
- Gold contact "Cherry" brand microswitch
- Tamper proof housing screws
- Red & blue guns available as standard set
- Designed and manufactured in Australia
- Easy installation to existing gun games





# taiwan hosts GTI EXPO '98

## trade show

**TAIWAN'S** Amusement Industry has been rapidly changing, with new legislation and a fresh amusement environment. Taiwan's status in the global amusement industry remains strong, nurturing a close trade relationship with Japan, Korea, South East Asia and the USA. As Taiwan continues to build on its relationship with overseas countries, it is becoming increasingly important for the Taiwanese trades people not only to attend international exhibitions, but holding shows within Taiwan is vital as well to the success of the industry in that country.

The GTI Expo has been strategically designed to link the amusement industries of Asia and the world, hopefully boosting all amusement markets in the Asian region and beyond.

Taiwan's annual amusement and gaming trade show, GTI Expo was established in 1996 at the Taipei World Trade Centre and received supportive responses from the island country of Taiwan and the rest of the world. The 1997 GTI Expo was held at the Taichung World Trade Centre in central Taiwan. This year's GTI Expo represented the joint forces of the Game Time International Magazine and the Taiwan Amusement Machine Association (TAMA) was held in Taipei between August 14th - 17th at the Taipei World Trade Centre.

GTI Expo '98 had a total of 315 booths representing some 85 companies including approximately 10 foreign companies and media who traveled long distances to



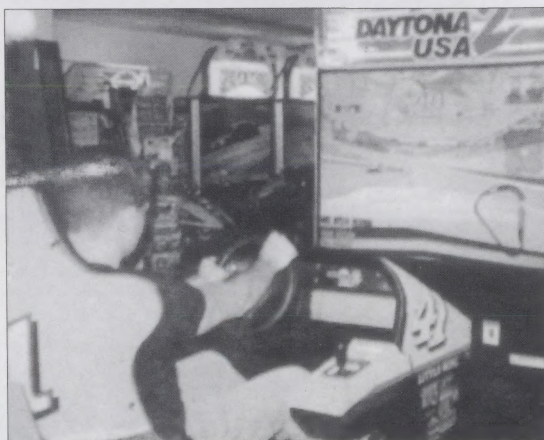
participate.

A wide range of amusement machines and accessories was displayed including video games, kiddie rides, casino equipment, carnival games, multi player machines, motion simulators, AMPs and gift machines, PCBs, monitors, power supplies and more. The first two days of the show were restricted to trades people

only but the 3rd and 4th day was open to both trades people and the public.

The GTI Expo '98 saw international visitors from over 40 countries including Japan, Hong Kong, Korea, Singapore, Malaysia, India, Indonesia, USA, Canada, UK, Spain, the Netherlands, Italy, Czech Republic, Jordan and Australia.

Although there were 85 exhibitors in total, the majority of these were manufacturers of gaming machines and game components.



**WITH** the number of exhibitors now standing at 230 from 22 countries, IMA, which is being held from 18th to 21st November 1998 in Frankfurt, has already well exceeded the booking figures for the previous year. Never before in its history has the automatic machine trade fair in the heart of Europe been able to display such a broad range of services from the German and international automatic machine industry. The new hall 8 for the trade fair, with 30,000 square metres of exhibition space, also offers previously unknown opportunities for the exhibiting companies from all over the world to make full creative use of. "A lot of companies have booked unusually large stands," reports Petra Lassahn; the IMA Event Director.

As Petra Lassahn knows from many conversations, the interest in IMA has never been so great than in this year. Consequently, IMA is making it as easy as never before for the numerous automatic machine businessmen from Germany, Europe and overseas to visit the trade fair. With the aid of the new IMA Service Cheque Book, trips to the trade fair can be booked quickly and easily as a package or individually. Visitors from Germany are offered IMA package trips from almost all German airports. Package bus trips are starting from 24 towns and cities in Germany. Package trips are also available for visitors from France, Italy, Great Britain and Spain. The arrangements for trips to IMA are extremely attractive. In addition to a return journey, they also include overnight stays with breakfast and of course visiting the trade fair. Competent travel and trade fair specialists are also ready to handle individual arrangements. In addition, the IMA Service Cheque Book also makes it possible to acquire a trade visitor pass for IMA now. As a result, visitors to the trade fair can avoid bothersome queuing at the entrances. By ordering this pass in advance, visitors also obtain direct access and also a personal name badge.



**SITE 4** is a light gun game, employing the same technology as Atari's other recent gun games Area 51 and Maximum Force.

The game consists of 18 training waves, divided into three "sites" (Sites 1, 2 and 3), and a roughly six-minute long, full-blown movie-style game play sequence similar to Area 51 (Site 4).

The play Site 4, the final all-out battle against the Kronn, players must complete one of the first three training sites, and complete "Pass" the six events within the training site. These events each have a quota, a certain number of targets that must hit in order for the event to be successfully passed. These events typically involve accurate and fast shooting of aliens, spaceships, or other targets.

In some events, players can pick up shotguns and machine guns that can help them perform better during the event. Shotguns, for instance, have a wider blast radius and make it a lot easier to hit tough objects. The placement of the power-ups can sometimes be a distraction, though - a good player will master the timing of objects to pick up the power-ups when they will cause the least distraction.

Some of the aliens return from Area 51 - including the Stage 1 (zombies) and Stage 3 Kronn aliens. Now, each one takes multiple shots to bring down - they have gotten tougher! The zombies and aliens can now be hit in one of several places - either in the arms, heads or torsos. The latter will knock them down, and if it isn't the fatal blow, the aliens will jump to their feet again and continue their onslaught.

Like Area 51 and Maximum Force, Site 4 is rich with shootable objects - objects in the environment that are worth points as you blow them up, things like crates, lights, windows etc. Also, there will of course be plenty of secret rooms.